

The Battle of Five Armies Play Sheet

Sequence (page 11)

1 Command (page 13)

1. Initiative
2. Orders
3. Commanders

2 Shooting/Magic (page 31/page 62)

1. Work out attacks
2. Resolve Drive Backs

3 Combat (page 35)

1. Work out attacks
2. Calculate results
 - a) Draw – Both sides fall back
 - b) Lose – Retreat
 - c) Win – Stand, Fall back or Pursue/Advance
(*Infantry cannot Pursue cavalry!*)

Command Penalties (page 15)

- Per full 20cm distance -1
- Each successive order to the unit -1
- Enemy within 20cm of unit -1
- Unit within dense terrain -1
- Per casualty -1

Movement (page 19)

Types	Full Pace	Half Pace
Infantry	20cm	10cm
Cavalry	30cm	15cm
Monsters	20cm	10cm
Flying Monsters	100cm	100cm
Characters	60cm	60cm



Terrian (page 27)

Open ground	<i>No restriction.</i>
Hills/slopes	<i>No restriction.</i>
Shallow rivers/streams	<i>No restriction.</i>
Broken/marshy ground	<i>Dense terrain. Infantry only.</i> <i>-1 Command.</i>
Steep hills/slopes	<i>Dense terrain. Infantry only.</i> <i>-1 Command.</i>
Woods/tall scrub	<i>Dense terrain. Infantry only.</i> <i>-1 Command. 2cm visibility.</i>
Village/built-up areas	<i>Dense terrain. Infantry only.</i> <i>-1 Command. 2cm visibility.</i>
Rivers/deep water	<i>Impenetrable.</i>
Ravines/bottomless pits	<i>Impenetrable.</i>
Sheer cliffs/mountains	<i>Impenetrable.</i>
Thick Forest/Jungle	<i>Impenetrable.</i>
Roads/Tracks	<i>Enables Movement over dense terrain,</i> <i>-1 command still applies.</i>
Bridges and Fords	<i>Permit movement to all over</i> <i>rivers/ravines.</i>
Low linear obstacles	<i>No restriction –</i> <i>infantry count as defended.</i>
High linear obstacles	<i>Open to infantry –</i> <i>infantry count as fortified.</i>
City/fortress walls	<i>Open to infantry in no enemy within</i> <i>4cm – infantry count as fortified.</i>

Attack Modifiers (page 37)

- Charging against enemy in the open +1
- Monster charging against enemy in the open +1
- Pursuit Attack +1
- Pursuit Attack per full 3cm +1
- Fighting a terrifying enemy -1
- Enemy facing own side or rear -1
- Confused -1

Confusion (page 49)

Confused units –

1. Cannot move in the Command phase.
2. Cannot support in combat.
3. Suffer a -1 Attacks modifier in combat.
4. Cease to be confused at the end of their Command phase.

Units become confused if –

1. Driven back by missile fire on any Drive Back roll of a 6.
2. Driven back into impassable terrain.
3. Driven back into enemies or combat.
4. Forcing friends to make way on the roll of a 6.
5. Making way on the roll of a 6.
6. Driven back through friends who do not make way.
7. Unable to Fall Back to 1cm from enemy or combat.

Withdraw (page 61)

1. An army must withdraw at the end of the phase if:

- a) The General is slain.
- b) The army has lost 50% or more of its units

2. Once an army withdraws the game is over.

At A Glance

- Command page 12
- Movement page 18
- Shooting page 30
- Combat page 34
- Confusion page 48
- Heroes & Wizards page 52
- Flying Monsters page 56
- End of Battle page 60
- Magic page 62
- The Armies page 66
- Battle of Five Armies Scenario page 69
- Advanced Rules page 74



	Type	Attack	Hits	Armour	Command	Size	Points	min/max	Special
Elves	Infantry	3	3	6+	–	3	50	–/–	–
Elf Archers	Infantry	2/1	3	0	–	3	45	2/4	*
Dwarf	Infantry	3	4	4+	–	3	110	1/–	–
Men	Infantry	3	3	6+	–	3	45	1/–	–
Men Archers	Infantry	2/1	3	0	–	3	30	–/2	–
Eagles	Monster	2	3	6+	–	3	70	–/1	*
Beorn	Monster	6	4	4+	–	1	125	–/1	*
Gandalf	Wizard	+2	–	–	9	1	120	1	*
Elfking	Hero	+2	–	–	8	1	80	1	*
Dáin	Hero	+2	–	–	8	1	80	1	*
Bard	Hero	+1/1	–	–	8	1	80	1	*
Thorin	Hero	+3	–	–	8	1	80	1	*

Elves have incredible speeds of reaction, making them exceptionally potent warriors. To represent this, Elves add +1 to their dice when rolling attacks for shooting and in the first round of each combat engagement. Note that this bonus applies in the first round of each combat, including combats resulting from an Advance. It does not apply during subsequent rounds. They will therefore score a hit against enemies in the open on a 3 or more, against defended targets on a 4 or more, and against fortified targets on a 5 or more.

Eagles are flying monsters and can move by flying as described in the Flying Monsters section of the rules (see page 57).

Beorn is a shapeshifter and is represented in his Giant Bear form. Beorn causes *terror* in his enemies.

Gandalf is both Wizard and General – he can issue commands to any units on the Good side. Note that his Attacks and Command value already includes the extra +1 General's bonus.

The Elfking is Lord of the Elves. Because of the animosity between the Elfking and Dwarves, the Elfking cannot issue orders to a unit of Dwarves, nor can he issue a brigade order to a group of units that includes a unit of Dwarves.

Dáin is the Lord of the Dwarves of the Iron Hills. Because of the animosity between the Elfking and the Dwarves, Dáin cannot issue orders to a unit of Elves, nor can he issue a brigade order to a group that includes Elves.

Bard is the slayer of Smaug and a famous archer – note that he has a single combat attack and a single shooting bonus attack indicated by his Attack values. He can add this shooting attack to any unit he is with, not just to bowmen.

Thorin is not allowed to give any orders until the wall is broken as described in the special rules for the Battle of Five Armies scenario. Once the wall is broken he can give orders to any units, even to Elves. However, Thorin can only give orders to a unit he is touching – unlike other characters he has no command range. This makes him a limited commander but a tremendously useful fighter as he adds +3 Attacks to a unit he has joined.

	Type	Attack	Hits	Armour	Command	Size	Points	min/max	Special
Goblins	Infantry	2/1	3	0	–	3	30	–/–	*
Wolf Riders	Cavalry	2/1	3	6+	–	3	60	–/–	*
Wargs	Cavalry	3	3	0	–	3	60	–/4	–
Bolg	Hero	+2	–	–	9	1	80	1	–
Chieftain	Hero	+1	–	–	8	1	80	2	–
Shaman	Wizard	+0	–	–	7	1	45	1	–

Goblin infantry & cavalry units fight with a variety of weapons including some bows and thrown weapons such as spears and axes. To represent this, Goblin and Wolf Rider units are allowed to shoot as if they had bows but their range is reduced to 15cm.

Wolf Riders fight in a swirling mass that is highly mobile if rather ineffective when it comes to close quarter fighting. To represent this extraordinary manoeuvrability, a Wolf Rider stand is assumed to be able to see all the way round – not just to its front as are other stands. This enables Wolf Riders to shoot in any direction, or to charge or evade from the closest enemy within 20cm regardless of their relative position.

Bolg is the army's General. One unit of Goblins in the army can be nominated as Bolg's bodyguards – this unit must be identified in some way so that it is easily recognised. If Bolg is fighting with his bodyguard then his Attack bonus is doubled from +2 to +4.

